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1 Introduction



The three basic operations that are usually carried out in the construction of a new application are:

- Define the communication channels
- Define the gates list
- Building templates

Often, when the application needs to communicate with numerous devices, perhaps of the same type, defining the gates list and building templates may be repetitive, boring and take some time.

With *Application Builder* you can automate these tasks and create a working application in a matter of seconds, using the devices in the library.

Simply choose the model and the quantity of devices that will make the application and *Application Builder* will automatically build the gates list, templates and configuration of the communication channels.

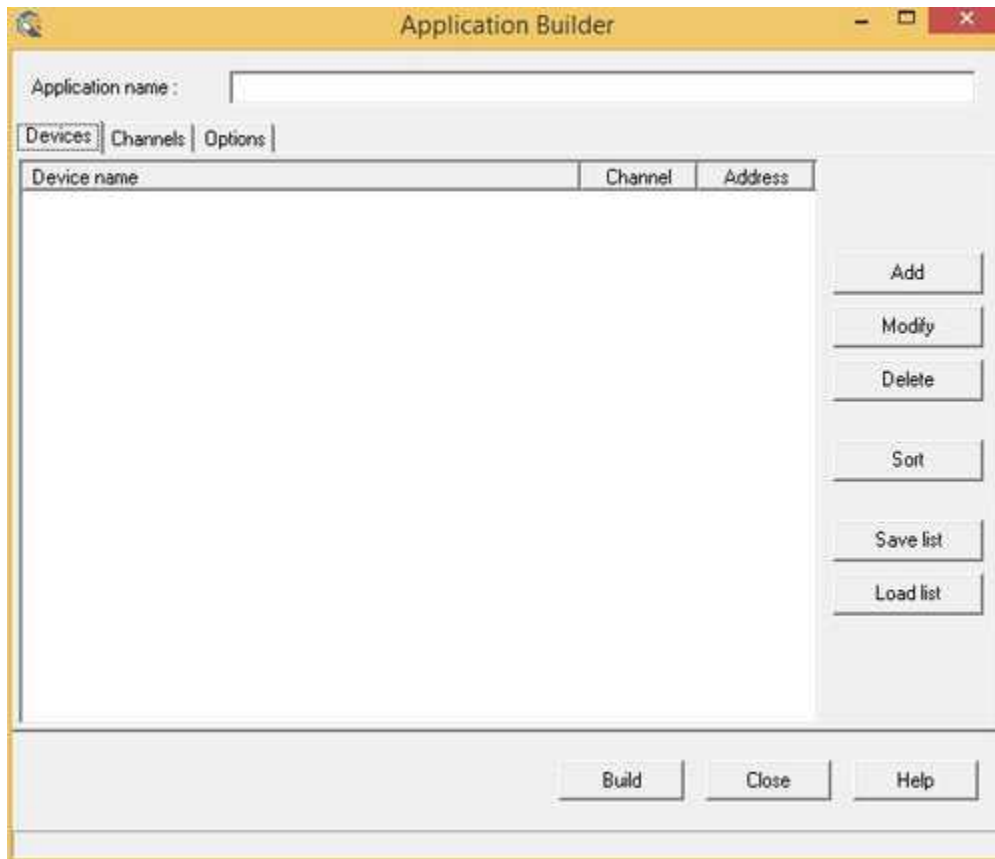
The final application can then be used immediately or further modified by the developer.

The devices library can be expanded and customized by using "*Device library | Export project as a device...*" menu item of *Project Manager*.

2 Creating an application

To create a new application operate in the following way:

- 1) **Set the name of the application (Picture 1).**



Picture 1

2) Select the devices to be used in the application

When you press the Add button (Picture 1) you can choose the device (selectable among all those present in the library), the communication channel, the address and the number of devices to add (Picture 2).



The image shows a dialog box titled "Device" with a yellow header. It contains the following fields and controls:

- Name:** A text input field with a dropdown arrow on the right.
- Type:** A text input field with a dropdown arrow on the right.
- Channel:** A numeric spinner box with the value "1".
- Address:** A numeric spinner box with the value "21".
- Devices to add:** A numeric spinner box with the value "1".
- Available languages:** A section with the label "Available languages" and an empty rectangular list box below it.
- Buttons:** "Ok" and "Cancel" buttons at the bottom.

Picture 2

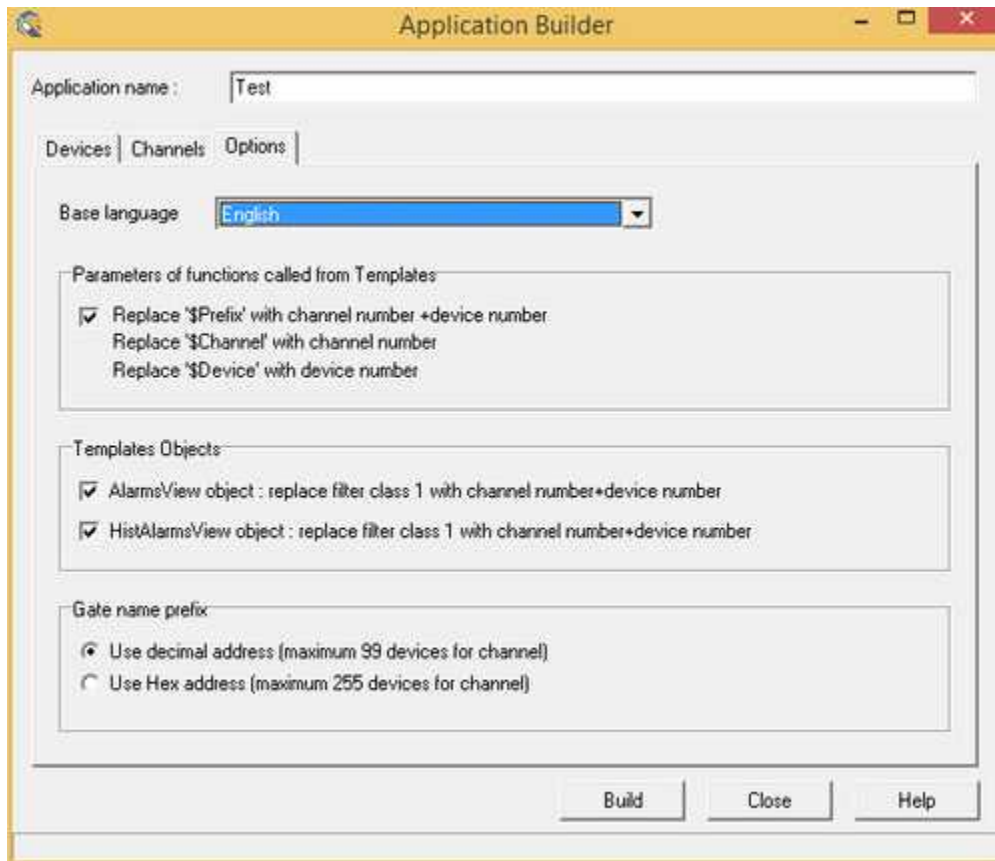
Edit and *Delete* (Picture 1) allow to modify and remove the selected device.

Sort (Picture 1) sorts the device list by channel and device number.

Save List (Picture 1) allows you to save in a text file the list of devices included in the application.

Load List (Picture 1) allows you to load from a file the list of devices to be included in the application.

3) Set the "Options" page.



Picture 3

With *Base language* (picture 3) it is possible to specify which language must be used as the application's base language. The available languages are only the languages that are defined in all the devices used. The application will be created with templates and gates in the language specified as base language, while all other languages will be selectable in *RunTime*.

Parameters of functions called from Templates (picture 3): if this flag is activated, during the creation of the application, the keys `$Device`, `$Channel` and `$Prefix` used as parameters in function calls associated to the objects in the Templates, will be substituted with the number of channel, device and prefix (like 101 for channel 1 device 1, 102 for channel 1 device 2 and so on...) relative to the template that is in elaboration.

AlarmsView object: replace filter class1 with channel number + device number

HistAlarmsView object: replace filter class1 with channel number + device number

The two above options refer to *AlarmsView* and *HistoricalAlarmsView* templates objects: if activated the respective checkbox, then in all templates containing such items, will be associated as a filter of class 1 the number generated by channel number * 100 + number of device (for example channel 1 device 2 corresponds to the filter 102).

Use decimal address (maximum 99 devices for channel) (picture 3): if this checkbox is selected then the gates and templates prefix are encoded following decimal conversion: will be used 1 char for the channel number (1..9) and two chars for device number (01..99) . In this mode you can build an application that use till to 9 communication channels and 99 devices for channel.

Use Hex address (maximum 255 devices for channel) (picture 3): if this checkbox is selected then the gates and templates prefix are encoded following hexadecimal conversion: will be used 1 char for the channel number (1..F) and two chars for device number (01..FF) . In this mode you can build an application that use till to 15 communication channels and 255 devices for channel.

4) Press the button "Create".

Application Builder will create the final application. At the end you can modify it through the *Project Manager*

3 Channels Configuration

The page in figure shows the channels used by the selected devices and the communication protocol associated to it.

